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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER	
LAMBRECHT, CHRISTOPHER M	
ART UNIT	**PAPER NUMBER**
2611	8

DATE MAILED: 07/08/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)	
	09/471,208	ROSE ET AL.	
	Examiner	Art Unit	
	Christopher M. Lambrecht	2611	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☐ Responsive to communication(s) filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) 1-21 is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) 1-21 is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☒ The drawing(s) filed on 23 December 1999 is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date 4,5,7.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application (PTO-152)
6) ☐ Other: _____.

DETAILED ACTION

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

2. Claims 14-16 are rejected under 35 U.S.C. 102(e) as being anticipated by Kalra (Kalra et al., cited by applicant).

With regard to claim 14, Kalra discloses: in a computer network (fig. 12, col. 14, ln. 63 – col. 15, ln. 4) allowing communication between a host computer (server 400, fig. 12) and a plurality of remote user computers (500_1-500_N, fig. 12), a system for packaging 3D animated content data (col. 4, ll. 47-53) for distribution to the remote user computers over a network connection (col. 14, ln. 63 – col. 15, ln. 4 & col. 19, ll. 36-46), the system comprising: a pre-load file storing a set of pre-load data (global data parameters, etc., col. 19, ll. 52-57 & col. 21, ll. 61-66) for being delivered over the network connection before playback of the animated content (col. 20, ll. 17-20, transmission of global scene graph data is required before the scene can be rendered); a stream file storing a set of streaming data (col. 20, ll. 20-29) for being streamed over the network connection during playback of 3D animated content (the client device renders 3D frames one after another (i.e., "current frame" and "new current frame"), as the necessary information is received from the server, col. 23, ll. 38-40, 42-44, and 50-54, hence, the streaming data is streamed over the network connection during playback); a mass storage device for storing the pre-load file and the stream-file (memory, col. 22, ln. 66 –col. 23, ln. 7); and, a production module (graphics computer program, col. 19, ll. 40-46) in communication with the mass storage device

(where the graphics computer program is executing on transcoder 10, col. 19, ll. 40-46, and storing is performed as illustrated in fig. 17, col. 23, ll. 3-7, where fig 17 details operation of the transcoder, col. 20, ll. 8-13), the production module including logic for identifying the pre-load data for the 3d animated content and streaming the data for a scene of the 3d animated content (col. 23, ll. 35-44); and storing the identified pre-load data in the pre-load file (col. 23, ll. 3-7) and the streaming data for the scene in the stream file associated with the scene (col. 23, ll. 44-57).

As for claim 15, Kalra discloses the streaming data comprises animation data (streams comprise 3-D animation, col. 4, ll. 47-52).

As for claim 16, Kalra discloses the streaming data in the stream file is packaged into a plurality of streamable blocks (where adaptive digital streams, e.g., base stream $14A_b$, first additive stream $14A_1$, etc., fig. 2A, are individual streams or "blocks" of streamable data, selected by stream management module 20 for transmission to the client, col. 4, ll. 14-32).

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

2. Claims 1-4, 7, and 9-12 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra in view of Zamiska (cited by applicant) and Progressive Networks (RealVideo® Content Creation Guide v1.0, 1995).

With regard to claim 1, Kalra discloses: in a computer network (fig. 12, col. 14, ln. 63 – col. 15, ln. 4) allowing communication between a host computer (server 400, fig. 12) and a plurality of remote user computers (500_1-500_N, fig. 12), a method for packaging 3D animated content data (col. 4, ll. 47-53) for distribution to the remote user computers over a network connection (col. 14, ln. 63 – col. 15, ln. 4 & col. 19, ll. 36-46), the method comprising: identifying a set of pre-load data (global data parameters, etc., col. 19, ll. 52-57)) for being delivered over the network connection before playback of the animated content (transmission of global scene graph data is required before the scene can be rendered, col. 20, ll. 17-20); storing the pre-load data in a pre-load file (col. 21, ll. 61-66); identifying a set of streaming data (col. 20, ll. 20-29) for being streamed over the network connection during playback of 3D animated content (the client device renders 3D frames one after another (i.e., "current frame" and "new current frame"), as the necessary information is received from the server, col. 23, ll. 38-40, 42-44, and 50-54, hence, the streaming data is streamed over the network connection during playback); identifying a data rate available to the remote user computer for streaming the streaming data (streaming module obtains a resolution profile from client device (multimedia device 22, fig. 2A), col. 4, ll. 24-27; where the streaming data comprises animation, col. 4, ll. 47-52, a frame rate is inherently involved; furthermore, the product of a resolution and a frame rate comprises a data rate; hence, by obtaining a resolution profile from the client device, a data rate is inherently obtained; see also col. 15, ll. 33-44 and col. 19, ll. 59-64); storing the streaming data in a stream file associated with the scene (col. 21, ll. 61-66; col. 22, ll. 7-10; and col. 22, ll. 13-15); and streaming the stream file over the network connection during playback of the scene (col. 23, ll. 44-57, the client device renders 3D frames one after another, as the necessary information is received from the server, col. 23, ll. 38-40, 42-44, and 50-54, hence, the streaming data is streamed over the network connection during playback). Kalra fails to disclose identifying a duration of a scene; the stream file being of a size calculated from the identified data rate and the duration of the scene;

the stream file calculated to finish downloading by the remote user computer prior to the end of the playback of the scene.

In an analogous art, Zamiska discloses identifying the duration of a scene (identifying the duration of a stream, col. 7, ll. 64-67, where the duration of a stream comprising a digital source information file corresponds to the duration of the source information (scene) from which it was captured, e.g., from a 30 minute reel of film, col. 7, ll. 53-58), for the purpose of facilitating the synchronization of various streams (col. 7, ll. 39-51).

Additionally, in an analogous art, Progressive Networks discloses the stream file being of a size calculated from the identified data rate (where the file is appropriately encoded according to available bandwidth, pg. 29, 67, and 68) and the duration of the scene (where the size of the steam file is inherently calculated based on the duration of the scene, i.e., file size is $\geq$ (data rate of the file) x (scene duration)); the stream file calculated to finish downloading by the remote user computer prior to the end of the playback of the scene (where the data rate of the file to stream is determined based on the bandwidth supported by the client, pg. 67, and the server selects the highest bandwidth file supported by the client (i.e., stream bandwidth is equal to or less than the client bandwidth), the stream file is inherently calculated to finish downloading prior to the end of the playback of the scene), for the purpose of delivering the best quality stream that is supported by the connection (pg. 67).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra to include identifying a duration of a scene, as taught by Zamiska, for the purpose of facilitating the synchronization of various streams in a system for distributing 3D animated content.

Furthermore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra and Zamiska to include the stream file being of a size calculated from the identified data rate and the duration of the scene; the stream file calculated to finish

downloading by the remote user computer prior to the end of the playback of the scene, as taught by Progressive Networks, for the purpose of delivering the best quality stream that is supported by the connection in a system for distributing 3D animated content.

With regard to claim 9, Kalra discloses: in a computer network (fig. 12, col. 14, ln. 63 – col. 15, ln. 4) allowing communication between a host computer (server 400, fig. 12) and a plurality of remote user computers (500_1-500_N, fig. 12), a system for packaging 3D animated content data (col. 4, ll. 47-53) for distribution to the remote user computers over a network connection (col. 14, ln. 63 – col. 15, ln. 4 & col. 19, ll. 36-46), the system comprising: means for identifying a set of pre-load data (global data parameters, etc., col. 19, ll. 52-57) for being delivered over the network connection before playback of the animated content (transmission of global scene graph data is required before the scene can be rendered, col. 20, ll. 17-20); means (memory) for storing the pre-load data in a pre-load file (col. 21, ll. 61-66); means for identifying a set of streaming data (col. 20, ll. 20-29) for being streamed over the network connection during playback of 3D animated content (the client device renders 3D frames one after another (i.e., "current frame" and "new current frame"), as the necessary information is received from the server, col. 23, ll. 38-40, 42-44, and 50-54, hence, the streaming data is streamed over the network connection during playback); means for identifying a data rate available to the remote user computer for streaming the streaming data (streaming module obtains a resolution profile from client device (multimedia device 22, fig. 2A), col. 4, ll. 24-27; where the streaming data comprises animation, col. 4, ll. 47-52, a frame rate is inherently involved; furthermore, the product of a resolution and a frame rate comprises a data rate; hence, by obtaining a resolution profile from the client device, a data rate is inherently obtained; see also col. 15, ll. 33-44 and col. 19, ll. 59-64); means for storing the streaming data in a stream file associated with the scene (col. 21, ll. 61-66; col. 22, ll. 7-10; and col. 22, ll. 13-15); and means for streaming (stream management module 20, fig. 2A) the stream file over the network

connection during playback of the scene (col. 23, ll. 44-57, the client device renders 3D frames one after another, as the necessary information is received from the server, col. 23, ll. 38-40, 42-44, and 50-54, hence, the streaming data is streamed over the network connection during playback). Kalra fails to disclose means for identifying a duration of a scene; the stream file being of a size calculated from the identified data rate and the duration of the scene; the stream file calculated to finish downloading by the remote user computer prior to the end of the playback of the scene.

In an analogous art, Zamiska discloses means (information manager 108, fig. 2) for identifying the duration of a scene (identifying the duration of a stream, col. 7, ll. 64-67, where the duration of a stream comprising a digital source information file corresponds to the duration of the source information (scene) from which it was captured, e.g., from a 30 minute reel of film, col. 7, ll. 53-58), for the purpose of facilitating the synchronization of various streams (col. 7, ll. 39-51).

Additionally, in an analogous art, Progressive Networks discloses the stream file being of a size calculated from the identified data rate (where the file is appropriately encoded according to available bandwidth, pg. 29, 67, and 68) and the duration of the scene (where the size of the steam file is inherently calculated based on the duration of the scene, i.e., file size is $\geq$ (data rate of the file) x (scene duration)); the stream file calculated to finish downloading by the remote user computer prior to the end of the playback of the scene (where the data rate of the file to stream is determined based on the bandwidth supported by the client, pg. 67, and the server selects the highest bandwidth file supported by the client (i.e., stream bandwidth is equal to or less than the client bandwidth), the stream file is inherently calculated to finish downloading prior to the end of the playback of the scene), for the purpose of delivering the best quality stream that is supported by the connection (pg. 67).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra to include means for identifying a duration of a scene,

as taught by Zamiska, for the purpose of facilitating the synchronization of various streams in a system for distributing 3D animated content.

Furthermore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra and Zamiska to include the stream file being of a size calculated from the identified data rate and the duration of the scene; the stream file calculated to finish downloading by the remote user computer prior to the end of the playback of the scene, as taught by Progressive Networks, for the purpose of delivering the best quality stream that is supported by the connection in a system for distributing 3D animated content.

As for claims 2 and 10, Kalra, Zamiska, and Progressive Networks together disclose the claimed subject matter. In particular, Kalra discloses the streaming data comprises animation data (streams comprise 3-D animation, col. 4, ll. 47-52).

As for claims 3 and 11, Kalra, Zamiska, and Progressive Networks together disclose the claimed subject matter. In particular, Kalra discloses the streaming data in the stream file is packaged into a plurality of streamable blocks (where adaptive digital streams, e.g., base stream $14A_b$, first additive stream $14A_1$, etc., fig. 2A, are individual streams or "blocks" of streamable data, selected by stream management module 20 for transmission to the client, col. 4, ll. 14-32).

As for claims 4 and 12, Kalra, Zamiska, and Progressive Networks together disclose the claimed subject matter. In particular, Zamiska discloses identifying a time in which each streamable block is required by the remote computer during playback of the scene (identified by start times, reflected in DSI record 112 of the digital information file, 100, fig. 2, col. 7, ll. 39-45, i.e., where two or more portions (scenes) of a video tape are captured to a single source file, each being 30 minutes in length, the identified

time for which the first portion (scene) is needed would be t = 0, while the identified time for which the second portion (scene) is needed would be t = 30 minutes); and determining the position of each block in the stream file based on the identified time (information manager 108 positions various streams according to respective start times relative to a time axis of the data cube 120, col. 7, ll. 52-63), the position calculated to allow the remote user computer to download the block prior to the time the block is required (the blocks are positioned sequentially in time, and as described in claim 1, where the data rate of the streaming data is chosen equal to or less than the data rate available to the client, data (blocks) are inherently downloaded prior to the time they are required).

As for claim 7, Kalra, Zamiska, and Progressive Networks together disclose the system of claim 1. In particular, Kalra discloses pre-loading the pre-load file (global scene graph data) before playback of the 3D animated content (transmission of global scene graph data is required before the scene can be rendered, col. 19, ll. 52-57 & col. 20, ll. 17-29).

3. Claim 5 and 6 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra, Zamiska, and Progressive Networks as applied to claim 1 above, and further in view of Brunson (Brunson et al., US005760823A).

As for claim 5, Kalra, Zamiska, and Progressive Networks together disclose the subject matter of claim 1. In particular, Kalra discloses the pre-load file comprising pre-load data for playing 3D animated content (col. 19, ll. 52-57). Kalra, Zamiska, and Progressive Networks fail to disclose the file contains a header portion and a body portion, the header portion including a directory of files.

In an analogous art, Brunson discloses a file contains a header portion and a body portion, the header portion including a directory of files (col. 4, ln 61 – col. 5, ln. 11, where the body portion contains

files linked via pointers to the header component), for the purpose of specifying information relevant to the body of the message (col. 4, ll. 64-67).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra, Zamiska, and Progressive Networks to include the file contains a header portion and a body portion, the header portion including a directory of files, as taught by Brunson, for the purpose of specifying information relevant to the body of the message in a system for distributing 3D animated content.

As for claim 6, Kalra, Zamiska, Progressive Networks, and Brunson together disclose the claimed subject matter. In particular, Brunson discloses the header portion includes a type code (header element 702, fig. 2) and a location code (pointer, col. 5, ll. 8-11), the type code for indicating a file type of each file listed in the directory (header contains information regarding what message body components it contains, col. 4, ll. 64-67) where message body components may comprise voice, text, video, etc., col. 5, ll. 4-7), and the location code for indicating a file location of each file listed in the directory (where a pointer inherently indicates the location).

4. Claims 8 and 13 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra, Zamiska, and Progressive Networks as applied to claim 1 above, and further in view of Roach (US005999172A).

With regard to claims 8 and 13, Kalra, Zamiska, and Progressive Networks together disclose delivering 3D animated content to a remote computer via streaming (see rejection of claim 1). Kalra, Zamiska, and Progressive Networks fail to disclose a multipath movie with a plurality of plot alternatives, with each plot alternative capable of being selected by a user after the file associated with the scene is loaded by the computer.

In an analogous art, Roach discloses a multipath movie with a plurality of plot alternatives, each plot alternative capable of being selected by a user (by interacting with an icon, col. 5, ll. 36-63) after the file associated with the scene is loaded by the computer (where the scene has been displayed by the computer to the user, the file associated with that scene has inherently been loaded by the computer), for the purpose of enabling the user to experience an alternate location in the storyline (col. 5, ll. 59-63).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra, Zamiska, and Progressive Networks to include a multipath movie with a plurality of plot alternatives, each plot alternative capable of being selected by a user after the file associated with the scene is loaded by the computer, as taught by Roach, for the purpose of enabling the user to experience an alternate location in the storyline in a system for distributing 3D animated content.

5. Claim 17 is rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra in view of Zamiska.

With regard to claim 17, Kalra discloses the blocks are allocated a position calculate to allow the remote user computer to download the block prior to the time the block is required (where the global data parameters are transmitted prior to time when the first frame is rendered, col. 19, ll. 47-57). Kalra fails to disclose the streamable blocks are allocated a position in the stream file based on a time in which each streamable block is required by the remote user computer during playback of the scene, the position calculated to allow the remote user computer to download the block prior to the time the block is required.

In an analogous art, Zamiska discloses streamable blocks are allocated a position in a stream file based on a time in which each streamable block is required by the user computer (information manager 108 positions various streams according to respective start times relative to a time axis of the data cube

120, col. 7, ll. 52-63), for the purpose of facilitating the synchronization of various streams (col. 7, ll. 39-51).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra to include streamable blocks are allocated a position in a stream file based on a time in which each streamable block is required by the user computer, as taught by Zamiska, for the purpose of facilitating the synchronization of various streams in a system for distributing 3D animated content.

6. Claims 18 and 19 are rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra in view of Brunson (Brunson et al., US005760823A).

As for claim 18, Kalra discloses the pre-load file comprising pre-load data for playing 3D animated content (col. 19, ll. 52-57). Kalra fails to disclose the file contains a header portion and a body portion, the header portion including a directory of files.

In an analogous art, Brunson discloses a file contains a header portion and a body portion, the header portion including a directory of files (col. 4, ln 61 – col. 5, ln. 11, where the body portion contains files linked via pointers to the header component), for the purpose of specifying information relevant to the body of the message (col. 4, ll. 64-67).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra to include the file contains a header portion and a body portion, the header portion including a directory of files, as taught by Brunson, for the purpose of specifying information relevant to the body of the message in a system for distributing 3D animated content.

As for claim 19, Kalra and Brunson together disclose the claimed subject matter. In particular, Brunson discloses the header portion includes a type code (header element 702, fig. 2) and a location code (pointer, col. 5, ll. 8-11), the type code for indicating a file type of each file listed in the directory (header contains information regarding what message body components it contains, col. 4, ll. 64-67) where message body components may comprise voice, text, video, etc., col. 5, ll. 4-7), and the location code for indicating a file location of each file listed in the directory (where a pointer inherently indicates the location).

7. Claim 20 is rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra in view of Naka (Naka et al., US006512520B1).

With regard to claim 20, Kalra fails to disclose an Internet connection for delivering the pre-load file and the stream file to the remote user computers.

In an analogous art, Naka discloses a system for distributing 3D animated content comprising an Internet connection (col. 13, ll. 56-65), for the purpose of enabling communication with a larger number of remote users.

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra to include an Internet connection, as taught by Naka, for delivering the pre-load data and the stream file to the remote user computer for the purpose of enabling communication with a larger number of remote users in a system for distributing 3D animated data.

8. Claim 21 is rejected under 35 U.S.C. 103(a) as being unpatentable over Kalra and Naka in view of McCutchen (US006141034A).

With regard to claim 21, Kalra and Naka disclose the pre-load file and stream file of claim 20. However, Kalra and Naka fail to disclose a project for playing the animated content.

In an analogous art, McCutchen discloses the user of a video projector to display animated content, for the purpose of providing a display means that is compact, lightweight, and easy to manufacture (col. 85, ll. 63-67).

Consequently, it would have been obvious to one of ordinary skill in the art at the time the invention was made to modify the system of Kalra and Naka to include a video projector for playing the animated content, as taught by McCutchen, for the purpose of providing a display means that is compact, lightweight, and easy to manufacture in a system for distributing 3D animated content.

Conclusion

9. The following are suggested formats for either a Certificate of Mailing or Certificate of Transmission under 37 CFR 1.8(a). The certification may be included with all correspondence concerning this application or proceeding to establish a date of mailing or transmission under 37 CFR 1.8(a). Proper use of this procedure will result in such communication being considered as timely if the established date is within the required period for reply. The Certificate should be signed by the individual actually depositing or transmitting the correspondence or by an individual who, upon information and belief, expects the correspondence to be mailed or transmitted in the normal course of business by another no later than the date indicated.

Certificate of Mailing

I hereby certify that this correspondence is being deposited with the United States Postal Service with sufficient postage as first class mail in an envelope addressed to:

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(Date)

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_____

Signature: _____

Please refer to 37 CFR 1.6(d) and 1.8(a)(2) for filing limitations concerning facsimile transmissions and mailing, respectively.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Christopher M. Lambrecht whose telephone number is (703) 305-8710. The examiner can normally be reached on 9:30 AM - 6:00 PM.

If attempts to reach the examiner by telephone are unsuccessful, the primary examiner, Christopher Grant can be reached on (703) 305-4755. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Christopher M. Lambrecht
Examiner
Art Unit 2611

CML

VIVEK SRIVASTAVA
PRIMARY EXAMINER